Table K2.--Soil Features

(See text for definitions of terms used in this table. Absence of an entry indicates that the feature is not a concern or that data were not estimated.)

Map symbol and soil name	Restrictive layer				Subsidence		 Potential	Risk of corrosion	
		Depth to top	 Thickness	Hardness	 Initial	Total	for for frost action	Uncoated steel	Concrete
		In			 In	In			-
Cg: Chagrin	 				0		 Moderate	 Low 	 Moderate
FpE: Fairpoint	 				0		 Moderate 	 High 	 Moderate
GpF3: Gilpin	 Bedrock (paralithic)	 20-40 	 		 0 		 Moderate 	 Low 	 High
Peabody	 Bedrock (paralithic)	20-40	 				 Moderate 	 High 	 Moderate
GsF: Gilpin	 Bedrock (paralithic)	20-40	 		 0 	 	 Moderate 	 Low 	 High
Pineville					0		 Moderate	 Low	 High
GuC3: Gilpin	 Bedrock (paralithic)	20-40	 				 Moderate 	 Low 	 High
Upshur	 Bedrock (paralithic)	 40-60 	 		0		 Moderate 	 High 	 Moderate
GuD3:									
Gilpin	Bedrock (paralithic)	20-40			0		Moderate	Low 	High
Upshur	 Bedrock (paralithic)	 40-60 	 		0		 Moderate 	 High 	 Moderate
GuE3:									
Gilpin	Bedrock (paralithic)	20-40			0		Moderate	Low	High
Upshur	 Bedrock (paralithic)	 40-60 	 		0	 	 Moderate 	 High 	 Moderate

Table K2.--Soil Features--Continued

Map symbol and soil name	Restrictive layer				Subsidence		 Potential	Risk of corrosion	
	Kind	Depth to top	 Thickness	Hardness	 Initial	 Total	for frost action	Uncoated steel	 Concrete
		In	 In		- In	 In			
Ha: Hackers			 			 	 Moderate	 Low	 Moderate
ItE: Itmann			 			 	 Moderate 	 High 	 High
JnE: Janelew			 		0	 	 Moderate 	 High 	 Low
Ka: Kanawha			 		0	 	 Moderate 	 Low 	 Moderate
MoB: Monongahela			 		0	 	 Moderate 	 High 	 High
MoC: Monongahela			 			 	 Moderate 	 High 	 High
PvE: Pineville			 		0	 	 Moderate 	 Low 	 High
Sb: Sensabaugh			 		0	 	 Moderate 	 Low 	Low
Ud: Udorthents			 			 		 	
VaD:			 		0	 	 Moderate	 High 	 Moderate
VsE: Vandalia			 		0	 	 Moderate 	 High 	 Moderate
W: Water			 			 	 	 	
					_	 			.